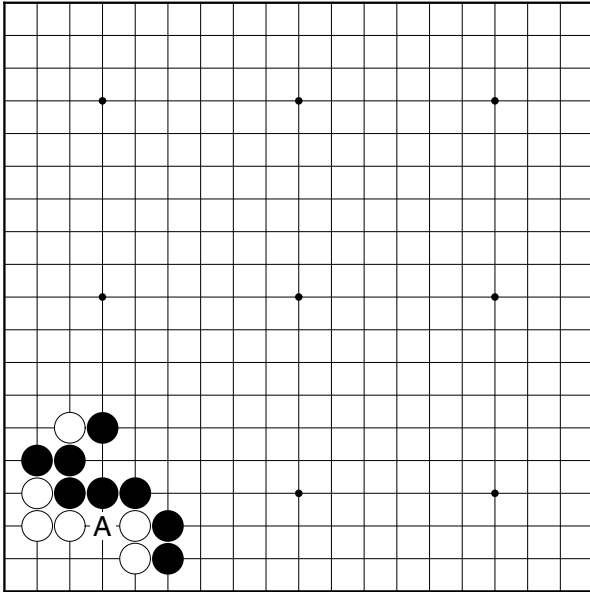


### A3. LIFE AND DEATH

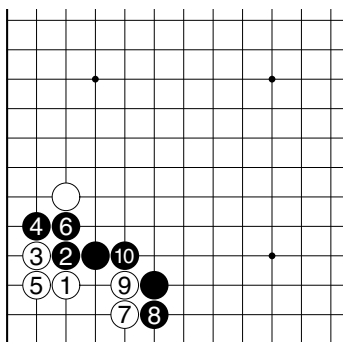
#### BASIC LIFE AND DEATH OF 3-3 INVASION 2



(Black first) White must strengthen at A. If White plays elsewhere, how does Black punish?

[KOREAN TEXT HERE]

Dia. 01

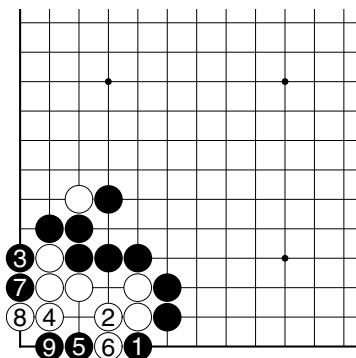


Progress

This is an invasion shape which frequently appears in actual games.

[Korean text here.]

Dia. 02

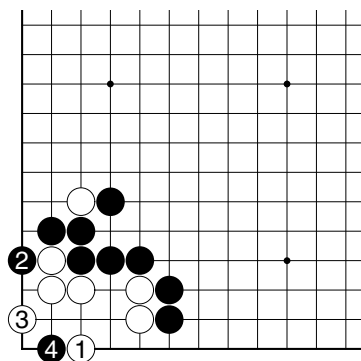


Right Answer

Because Black's bending at 1 and 3 is the vital point, Black kills White plainly.

[Korean text here.]

Dia. 03

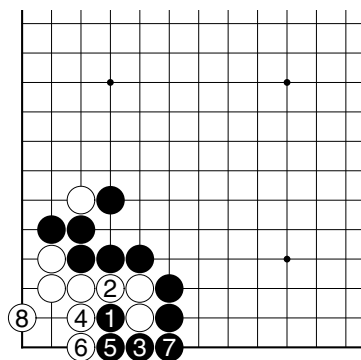


Variation

If White jumps at 1, Black bends at 2. White has no countermeasures.

[Korean text here.]

Dia. 04



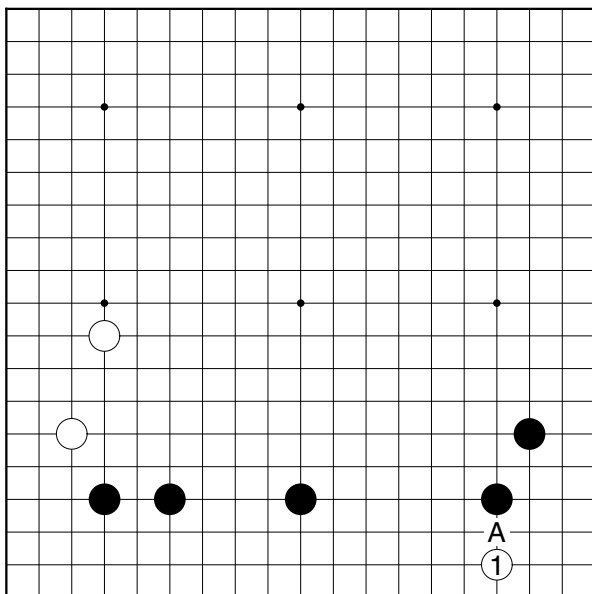
Failure

Wedging and attaching at Black 1 is often a thinkable play. But up to White 8, White lives.

[Korean text here.]

## B9. INVASION

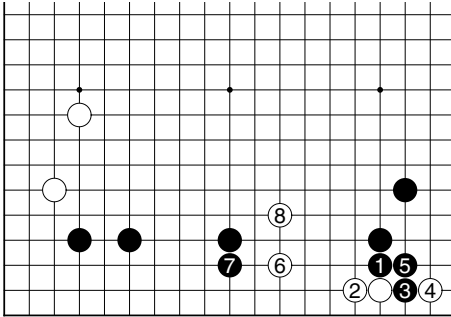
### INVASION TO CHECK THE SIDE 2



(Black first) White 1 is a gentler invasion than White A. Let's examine Black's response.

[Korean text here.]

Dia. 01

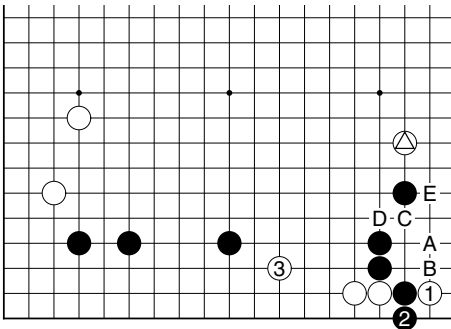


Black's response

Butting with Black 1 is the proper response. Extending for the side at White 2 is correct. White 4 is a probe and White can connect later. Up to White 8, this is an easy variation for both.

[Korean text here.]

Dia. 02



Black's bad potential trouble

When White plays at 1, extending with Black 2 is profitable for territory. In case there is a White stone at  $\triangle$ , with the sequence of White A~E, connecting leaves bad potential trouble.

[Korean text here.]